

# ATV32 ATV Logic

Motion & Drives *Training* 



# ATV32 ATV Logic

## Summary



- > Objectives
- > What is ATV logic ?
- > The function blocks
- > Programming
- > Scrolling poster demo
- > Quiz

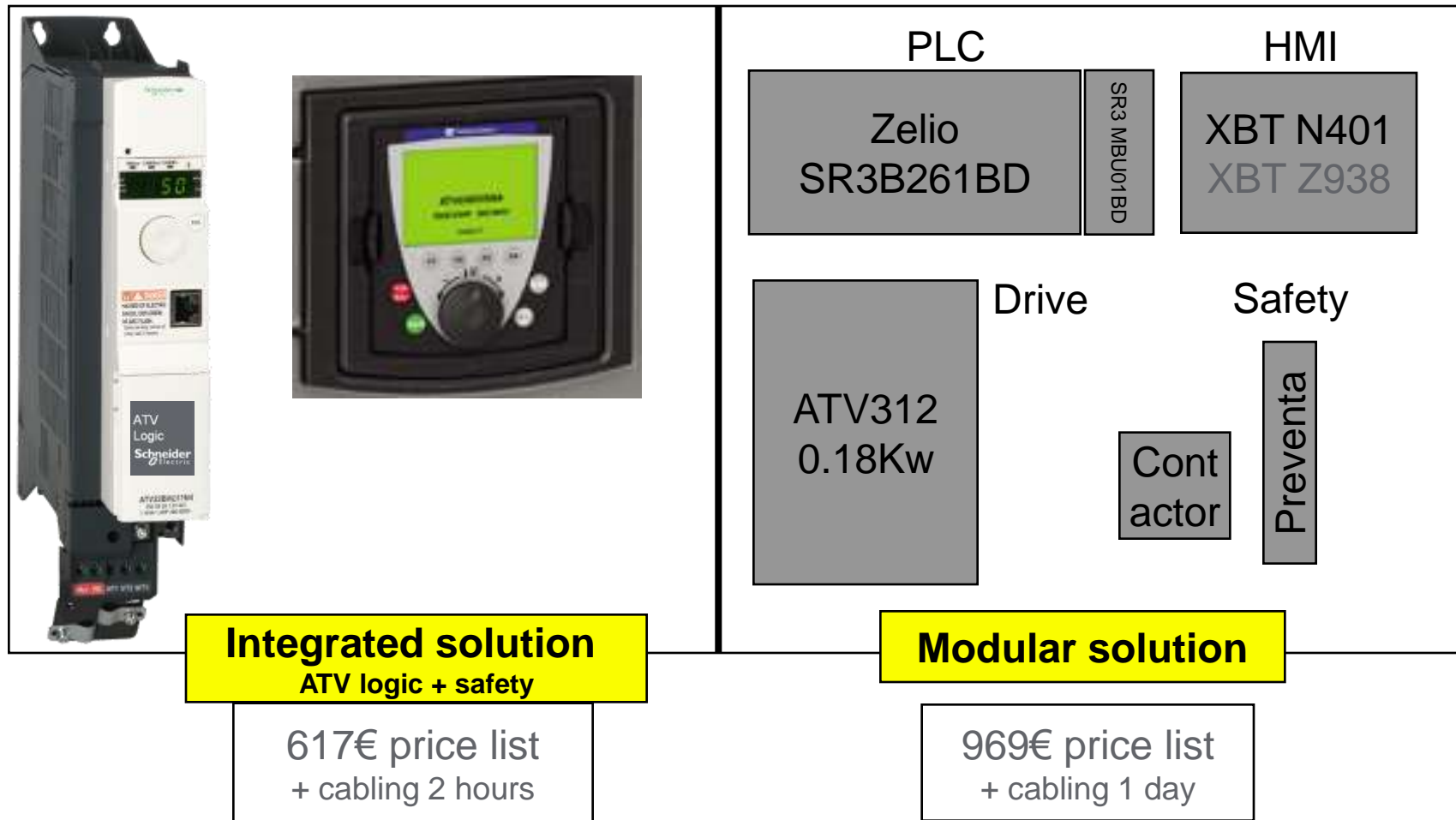
# ATV Logic

## Main features



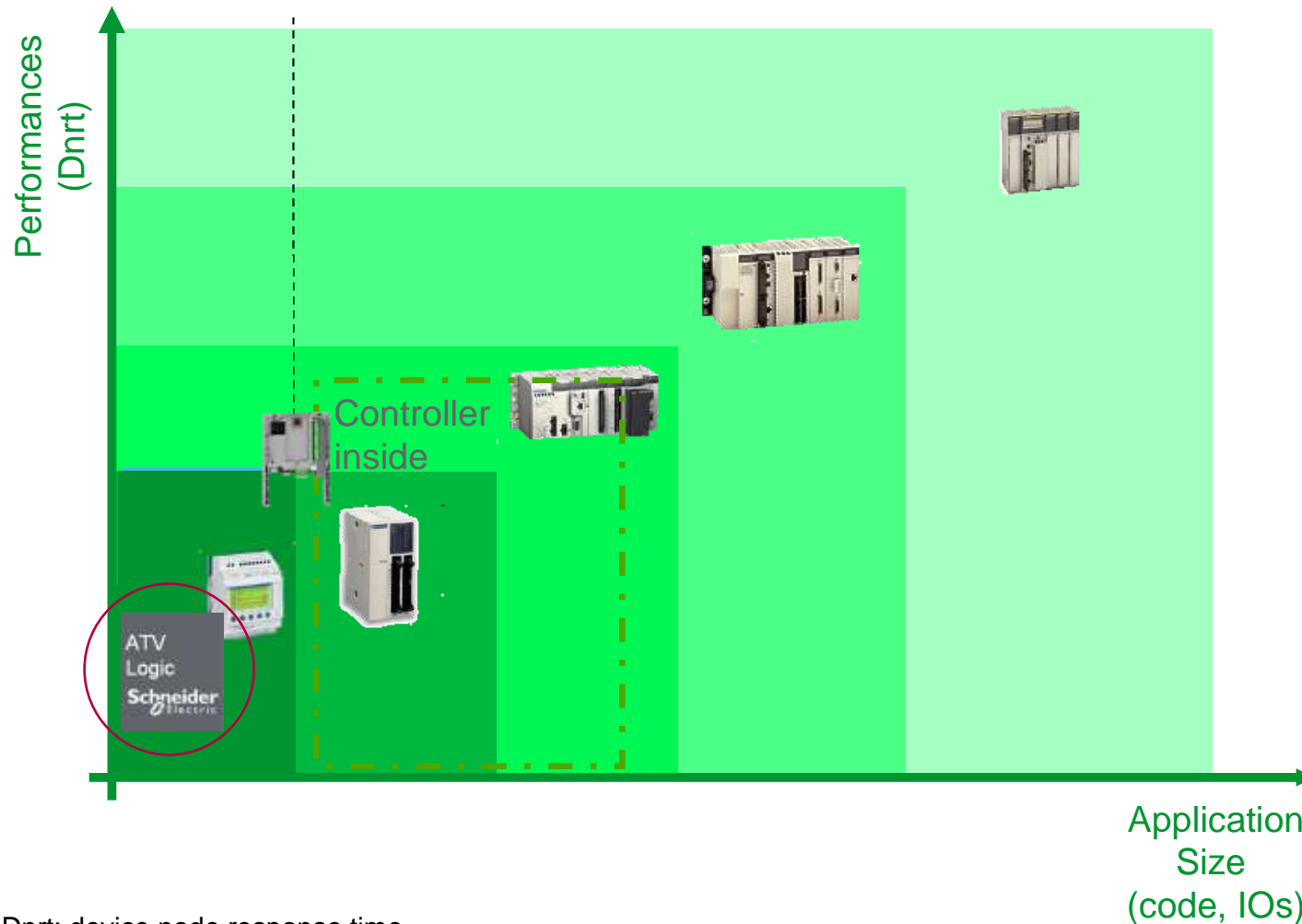
- Why ATV logic ?
  - It allows customers to write their own small application inside ATV32.
  - It extends the ATV customization capabilities
- ATV Logic interacts with:
  - The drive core control
  - The Inputs/Outputs
  - The communication buses
  - The HMI
- ATV Logic programming
  - With **Somove** software (VSD software)
  - A set of Function blocks (FBD) instruction
  - Boolean, arithmetic operations, timers, counters, comparators ...

# Comparing of 2 solutions



# ATV Logic

## Position on controllers market



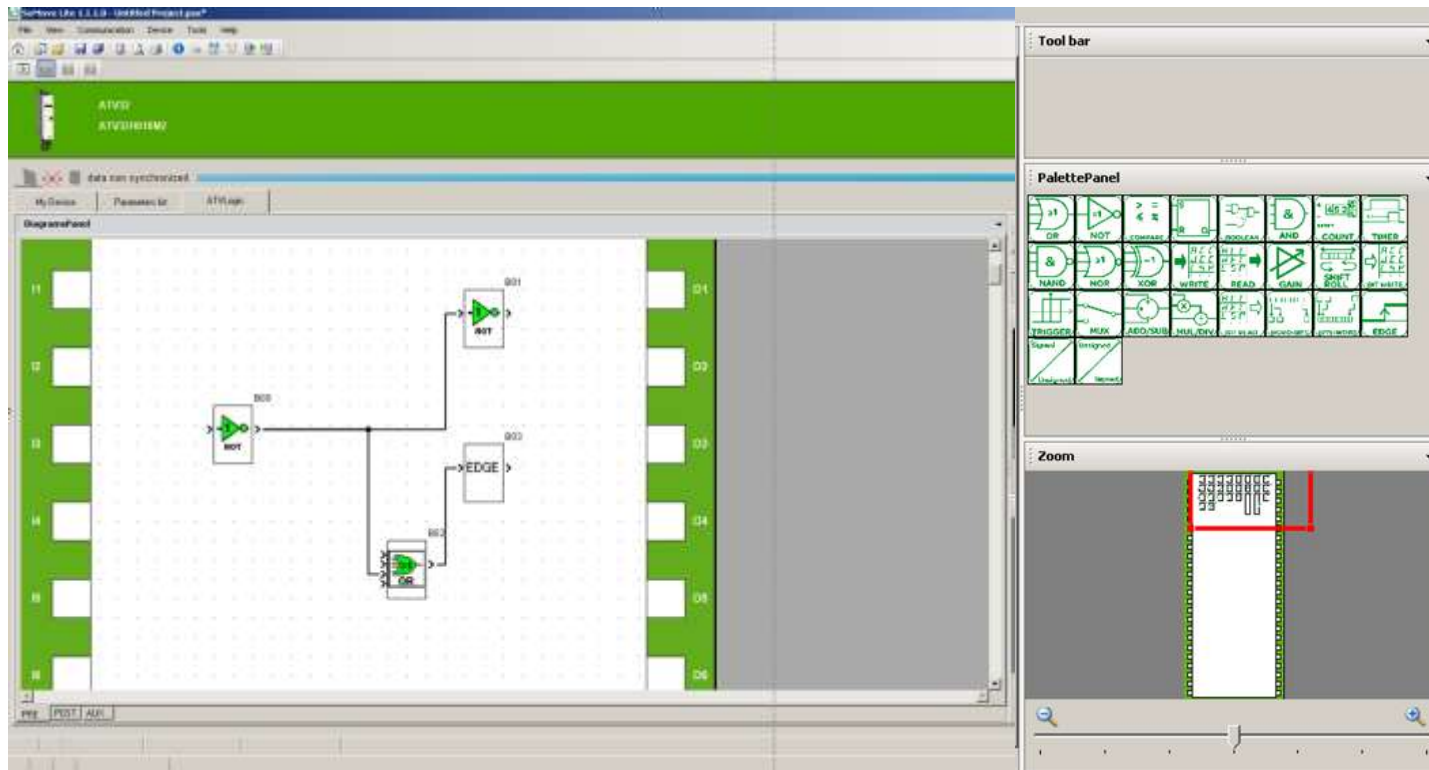
Dnrt: device node response time

# ATV Logic

## Language FBD under SoMove



- Easy programming language with function block diagram (FBD)



# ATV Logic

## Performances



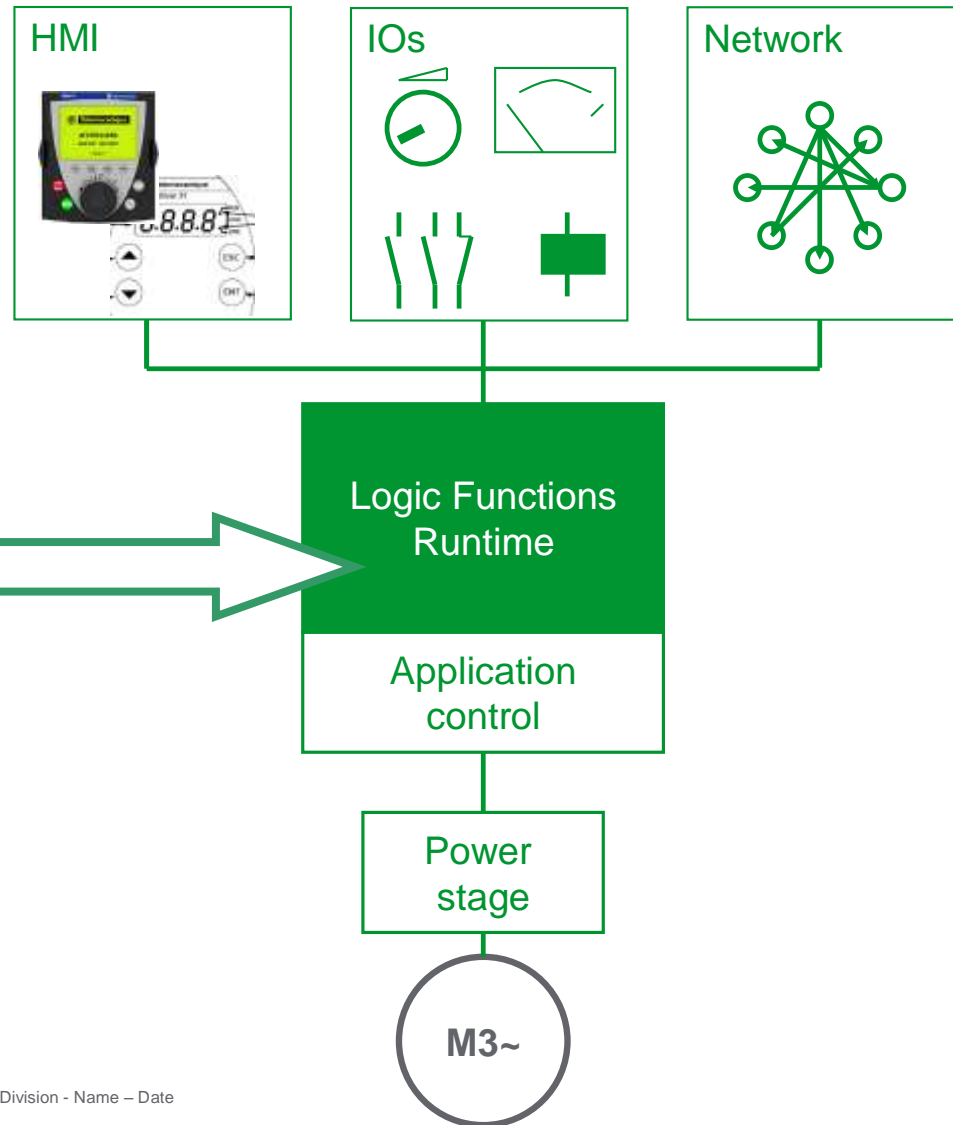
- 30 different **function blocks**
- **HMI** customizable menu with up to **8 dedicated parameters**
- **All** drive I/O and more useful **parameters** and communication **accessible**
- **3 tasks, 2 synchronized and 1 auxiliary**
- **Cycle time 2ms** (sync with ATV)
- **Max function blocks 10** (sync task)
- More in auxiliary task (up to 50)
- 8 Internal Word (%MW)
- System bits (%S), (timer, save conf ..)

# ATV Logic Interactions



ATV Logic overlay is inserted between the core VSD control and its periphery

It comes in addition with ATV native functions

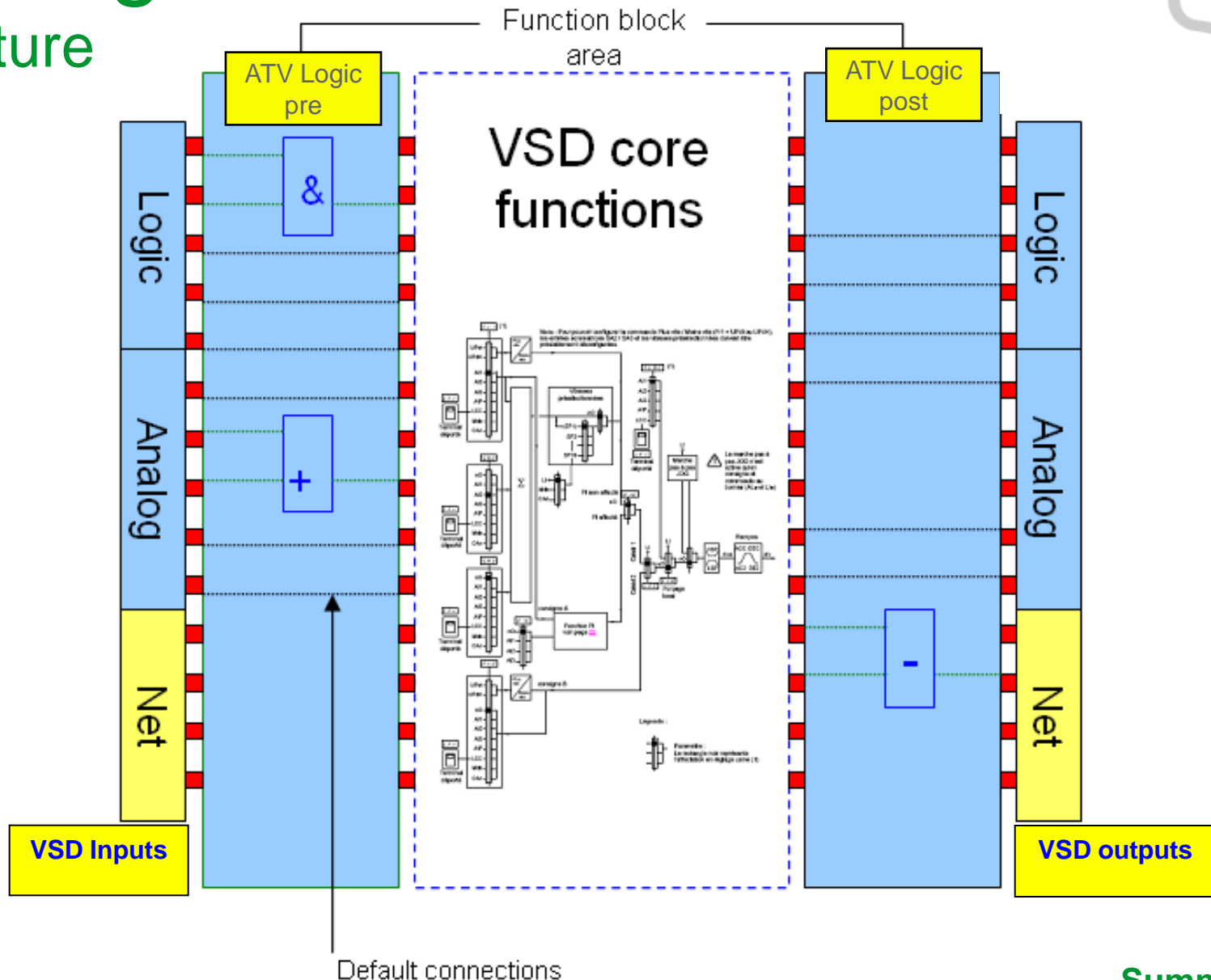


Schneider Electric - Division - Name - Date

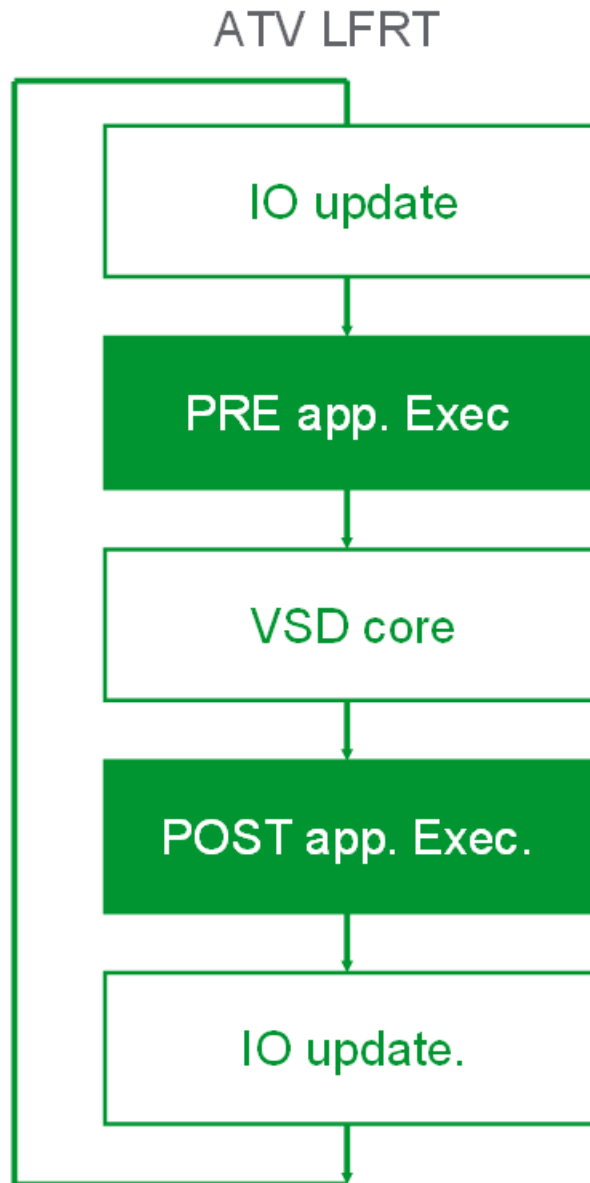


# ATV Logic

## Architecture



# ATV Logic Cycle



# ATV32 ATV Logic

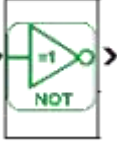
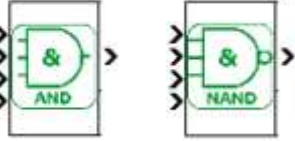
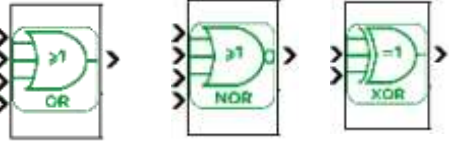


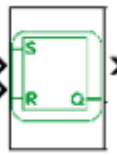
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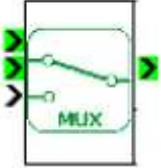
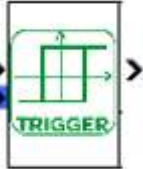

# ATV Logic Functions



Not		Not function on a boolean
And, Nand		And and Nand on 4 Booleans
Or, Nor, XOR		Or, Nor on 4 booleans Xor on 2 booleans
Compare		Compares two signed 16 bits words >, <, =, not =
Boolean Operator		Gives the value of the output according to the combination of inputs. The function has four inputs, and therefore 16 combinations
Set, Reset		The Set input sets the Q output to the <u>true</u> logical state The Reset input sets the Q output to the <u>false</u> logical state

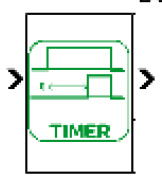
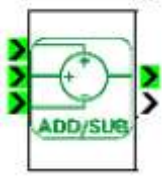
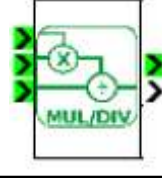
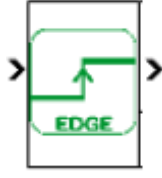
# ATV Logic Functions



Up/down count		<p>Count up, Count down, Reset Preset inputs, Preset parameter (signed) Logical output ,Actual value</p>
Mux		<p>The Multiplexing function carries out two input channel multiplexing on the Output.</p>
Trigger		<p>Allows an analog value to be monitored relative to two thresholds. The output changes state if :</p> <ul style="list-style-type: none"> <li>•The input value is less than the minimum value</li> <li>•The input value is greater than the maximum value.</li> </ul>
Gain		<p>Enables analog values (16 bits signed words) to be converted by changing the scale and offset Output = (Input value x (A/B)) + C Used for scaling</p>

# ATV Logic Functions



<p>Timer On/Off</p>		<p>The Timer function is used to delay, prolong and control actions over a predetermined time.</p> <p>The A function: timer on-delay, or timer active,</p> <ul style="list-style-type: none"> <li>•The C function: timer off-delay, or timer idle,</li> <li>•The A/C function: combination of functions A and C.</li> </ul>
<p>Add/Sub</p>		<p>Output value = Input A + Input B – Input C. (A,B,C and output value are 16 bits signed words)</p>
<p>Mul/Div</p>		<p>Output value = (Input A x Input B)/Input C. (A,B,C and output value are 16 bits signed words).</p>
<p>Edge</p>		<p>The function detects falling, rising or both edge(s) of a signal.</p>

# ATV Logic

## Functions



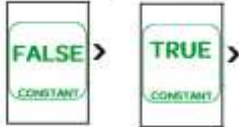
<p>Signe</p>		<p>Convert word Signed to not signed, Not signed to signed Signed input range: -32768 to +32767. Unsigned output range: 0 to 32767</p>
<p>Read/write parameter</p>		<p>Read / write drive parameter Ex Acceleration Use the ADL containers to link with the parameters of the drive</p>
<p>Read a parameter bit</p>		<p>Read/write a bit in a drive parameter word. Ex Fault in status word STA Use the ADL containers to link with the parameters of the drive</p>
<p>Shift Roll</p>		<p>Allows to shift or rolls to the left/right the IN value of a fixed number of bits</p>
<p>Word to bit Bit to word</p>		<p>Transfer a contiguous bit string (Bitx to Bitx+16) to a 16 bits word. Transfer a a 16 bits word to a contiguous bit string (Bitx to Bitx+16)</p>

### Summary

# ATV Logic

## Functions



Internal variables	8 %MW, 5%Sx	8 internal words used also for the keypad FBD menu 5 system bits, time base, store conf.
Drive I/O		LI, AI, LO, AO
Contant		Input of constant value
True/False input		Input of boolean values



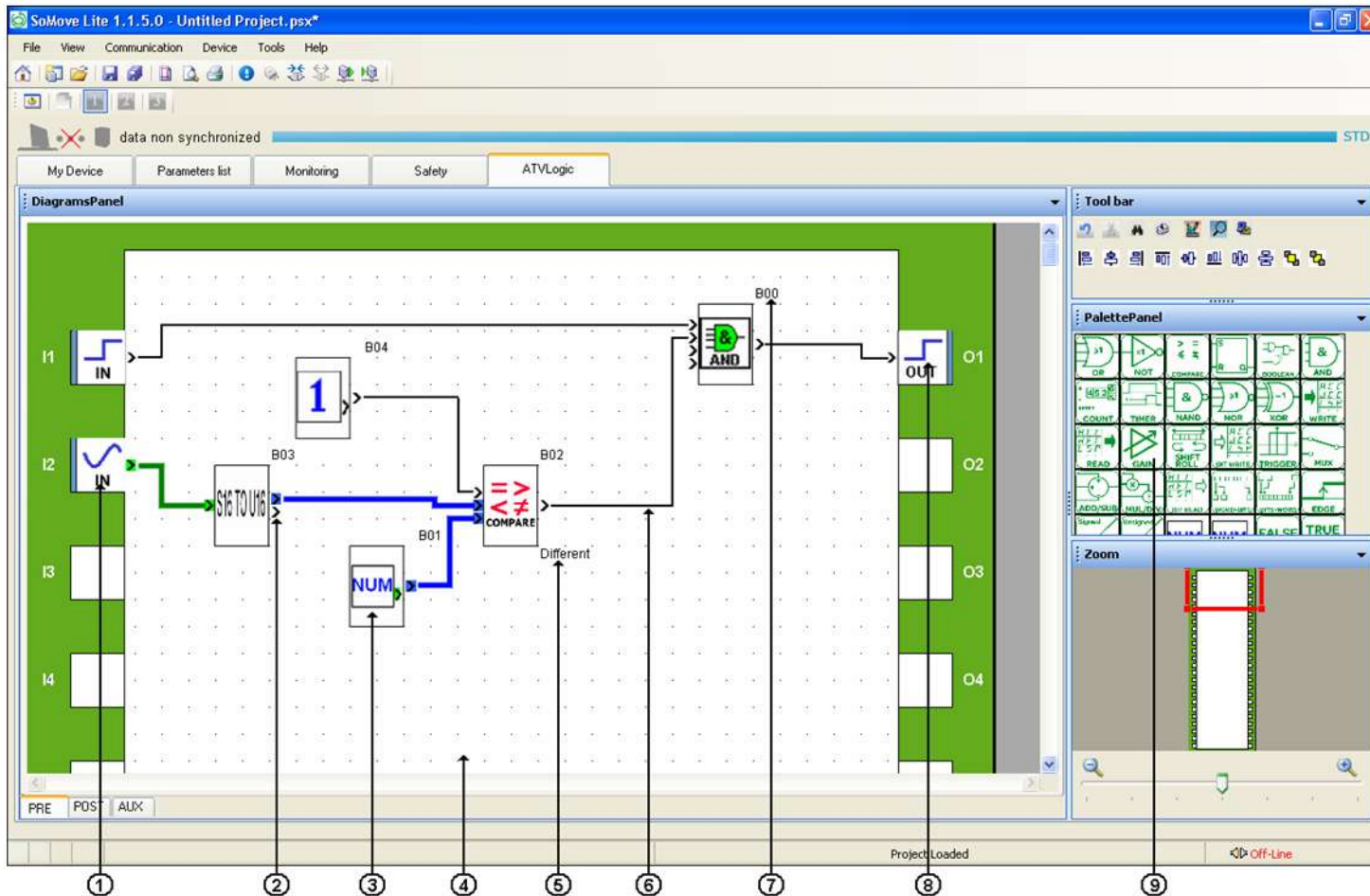
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# Working platform in SoMove

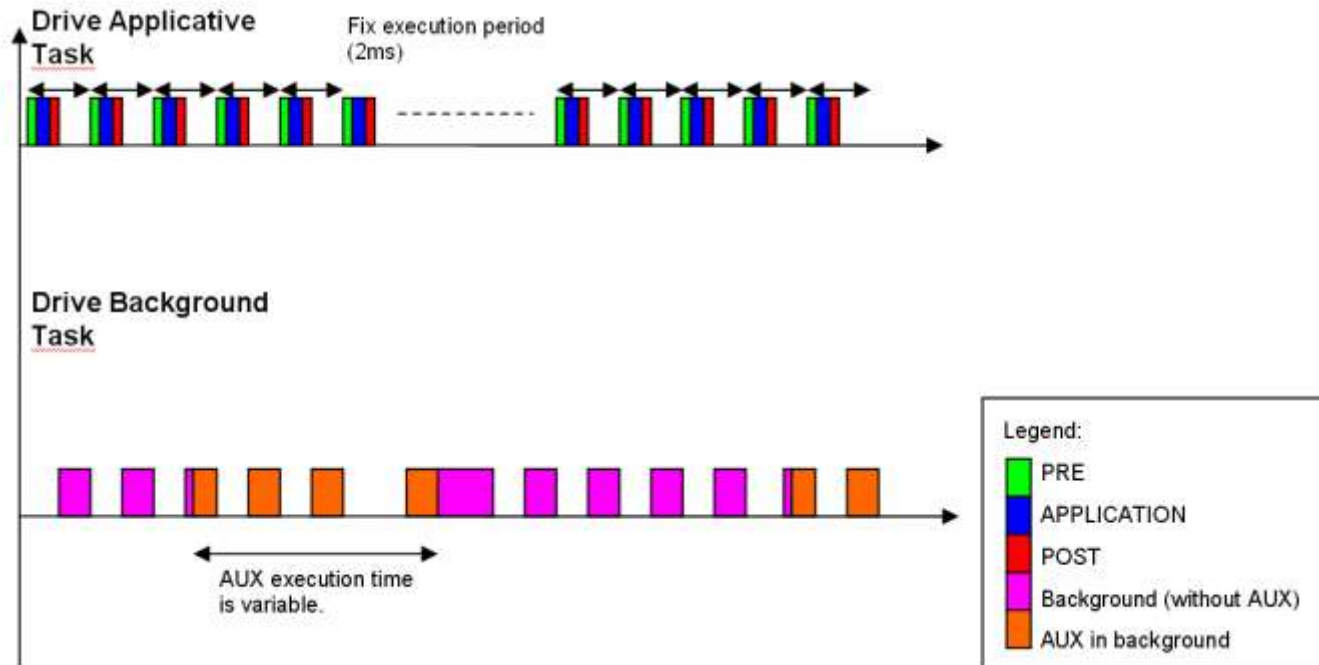


1. Function Block input zone.
2. Connection.
3. Function block.
4. Wiring sheet.
5. Comments.
6. Links between two function blocks.
7. Function blocks number.
8. Function block Output zone.
9. Palette panel.

# ATV logic Tasks



<b>Pre</b>	The PRE task is executed in priority before Drive task, used to set inputs and motor control. <u>Cycle = 2ms</u> synchronised
<b>Post</b>	The Post task is executed in priority after Drive task, used to feedback motor parameter status. <u>Cycle = 2ms</u> synchronised
<b>Aux</b>	The AUX, used to execute <u>long background task with no priority</u> . Cycle depends on program length and drive priority task

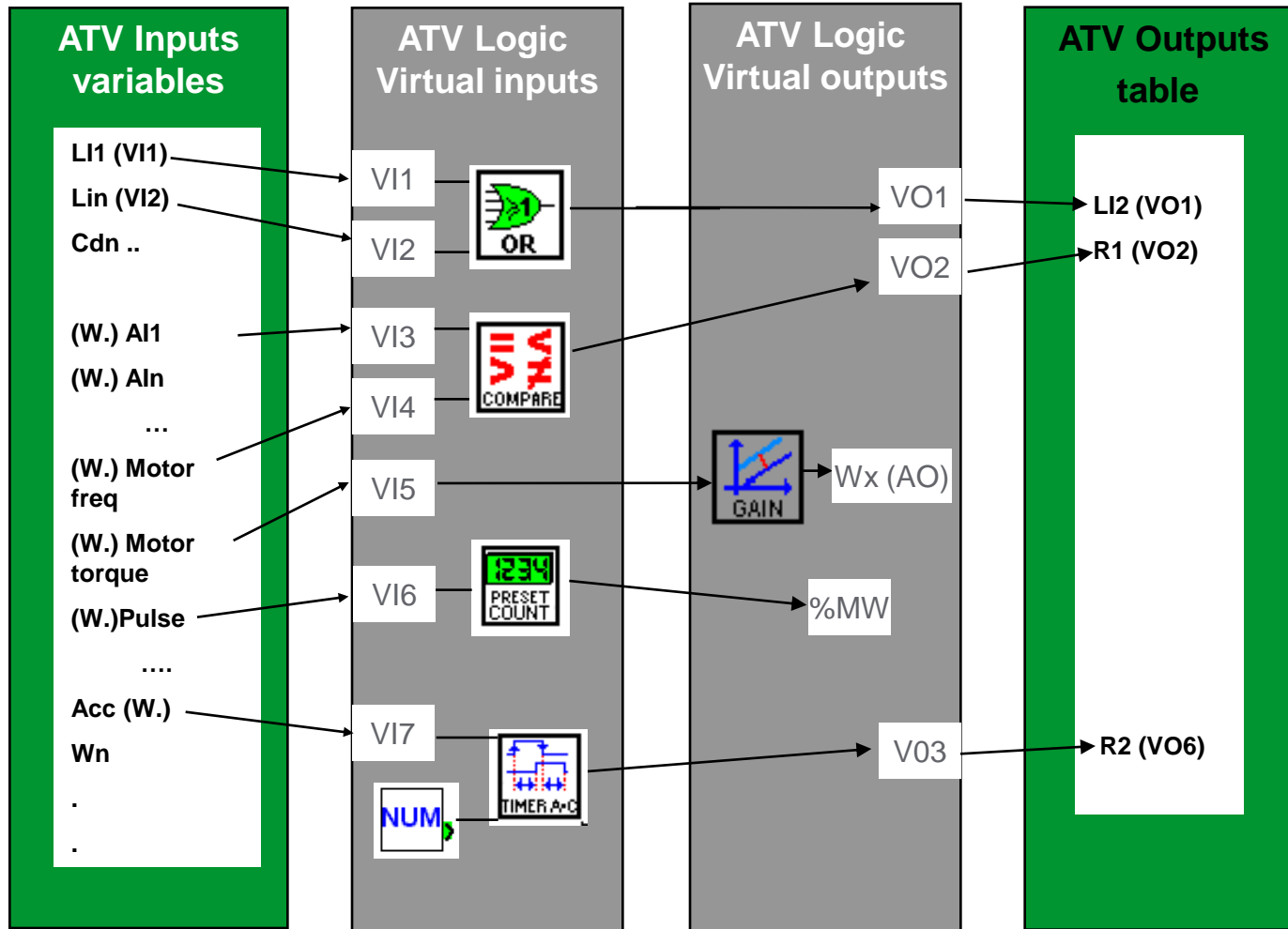


# Principal of assignment



Virtual inputs are assigned to a drive variable like for any other functions

Select the virtual input (Vix) in the ATV logic menu then assign a LI or the Word corresponding to an ATV variable



Virtual outputs are assigned to a drive variable like for any other functions

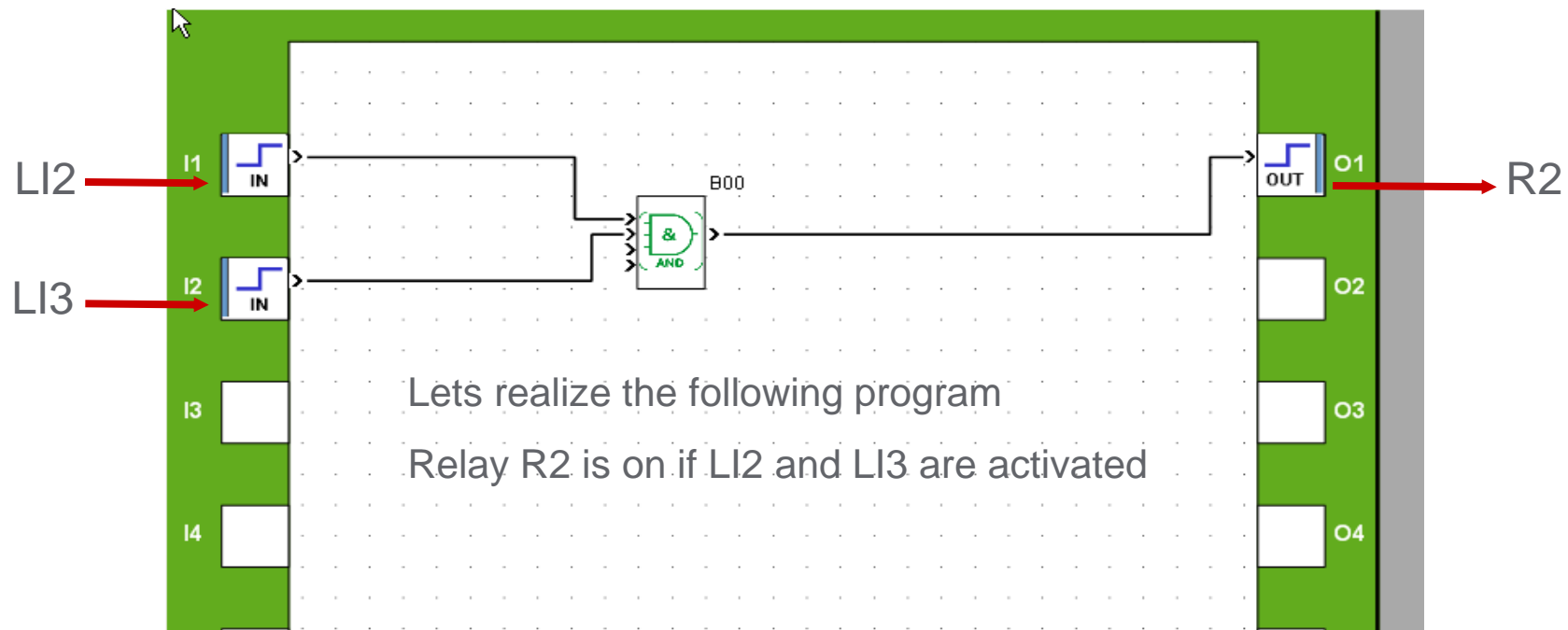
Select the drive function (Rx) in the ATV I/O menu then assign the virtual output (VOx)

Or send the output of a block directly to a Word

# I/O management



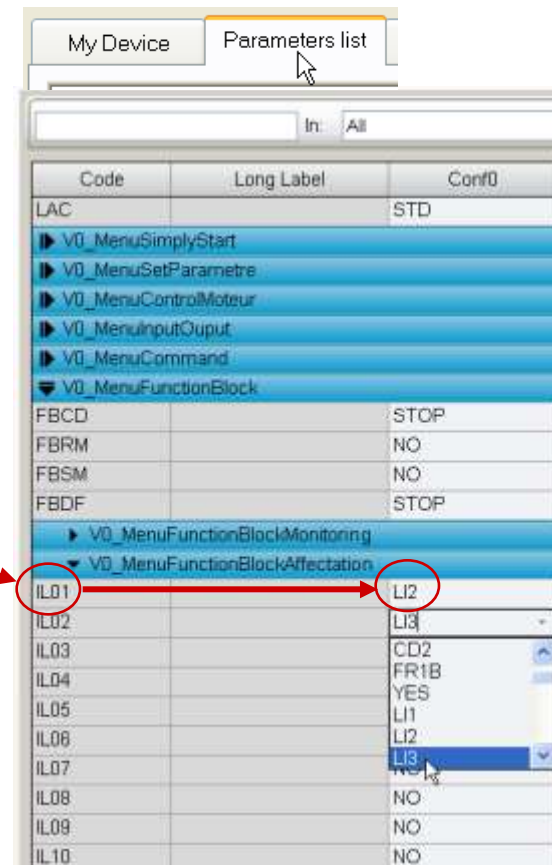
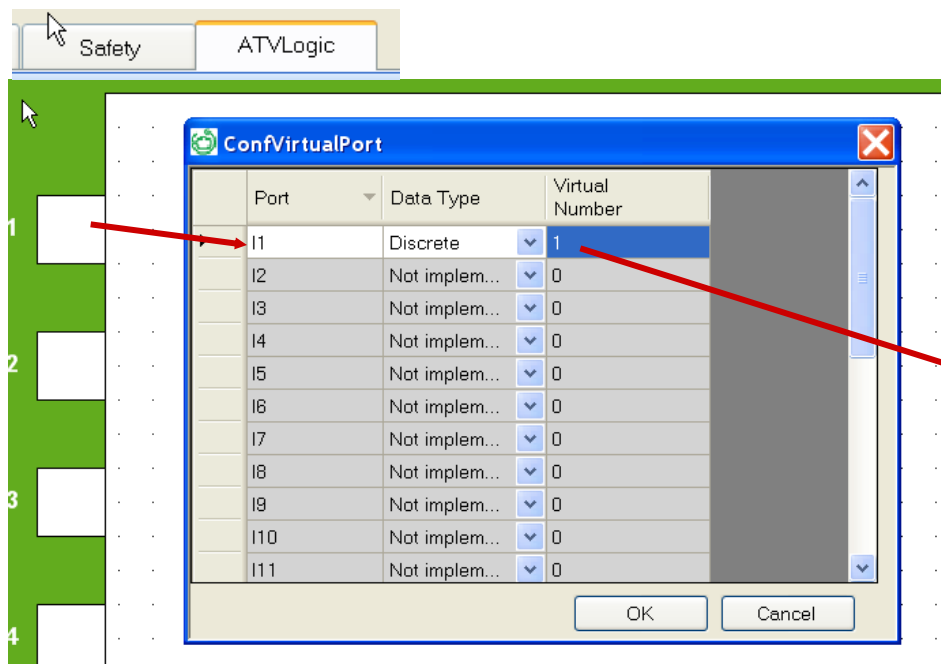
- Each task can use up to 10 virtual inputs (Ix) and outputs (Ox)



# I/O management



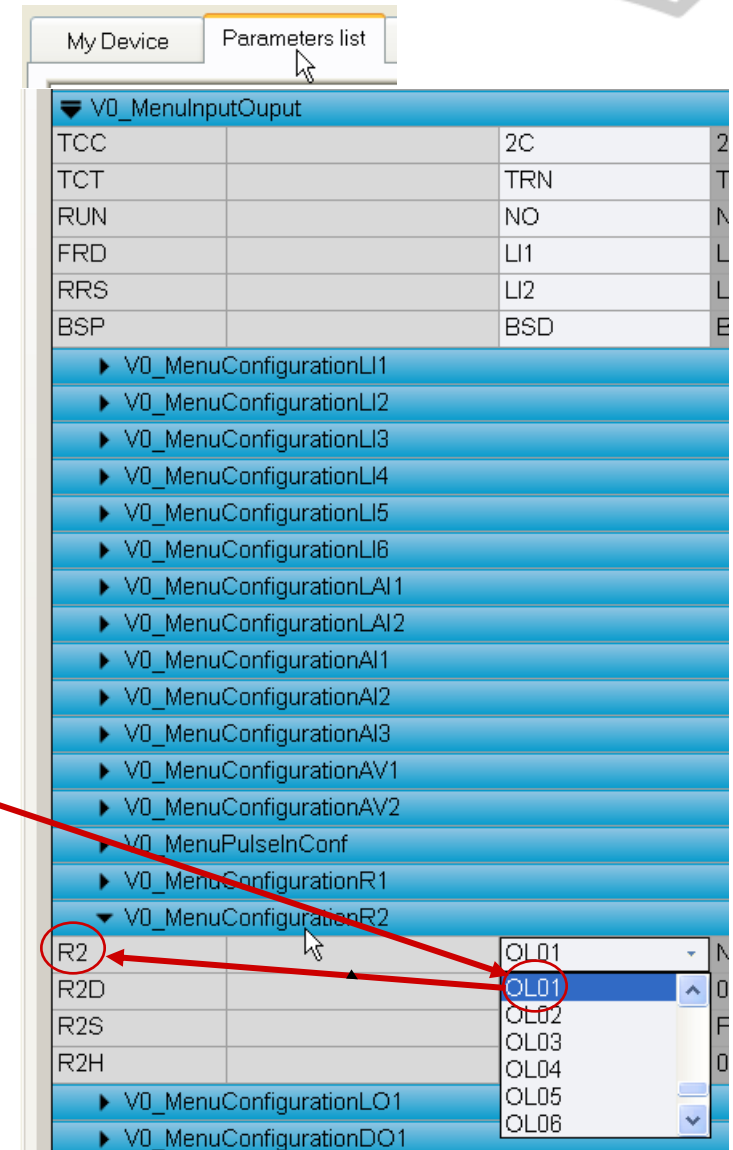
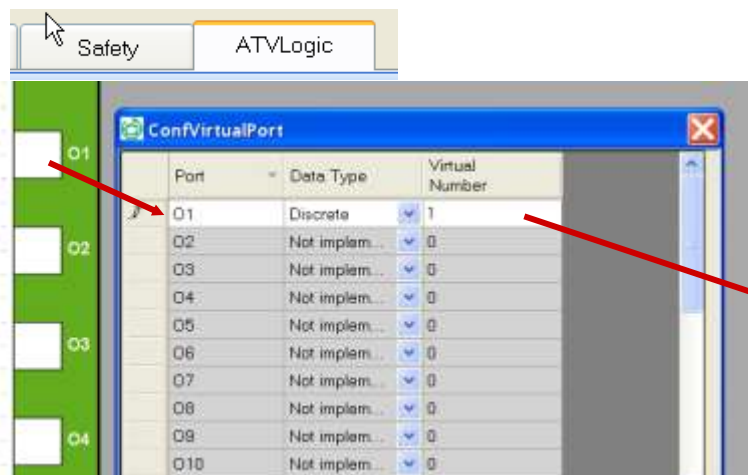
- To be used the **virtual input** have first to be **assign to a physical Logic Input** of the drive
- This is done in the menu **“Function block - Affection”**



# I/O management

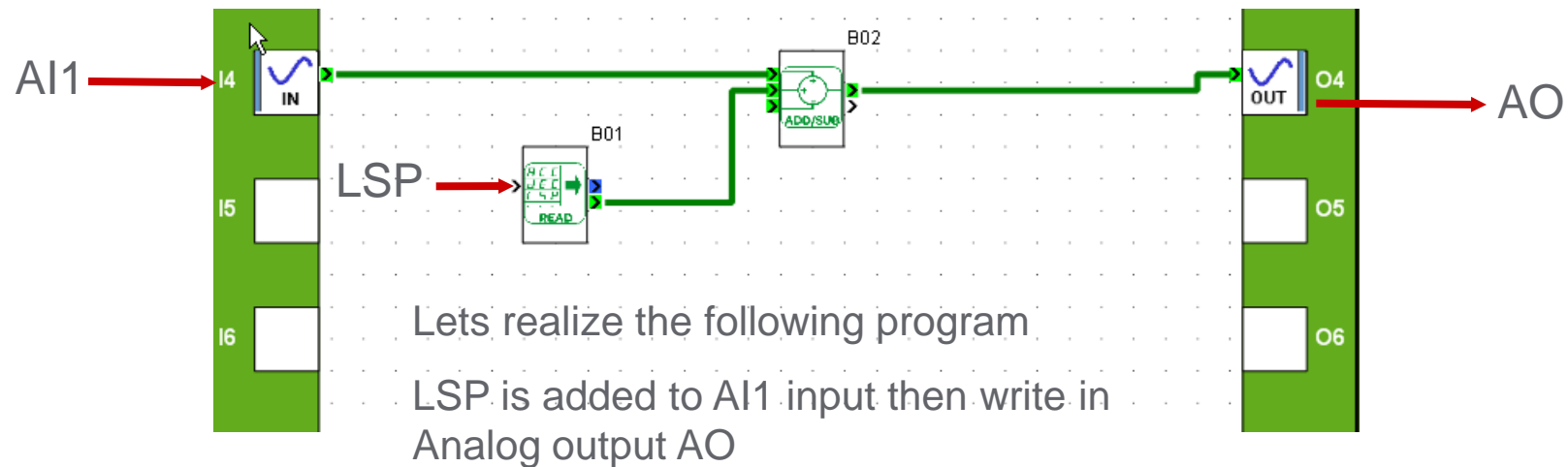


- To be used the **virtual Output** have first to be **assign to a physical Logic Output** of the drive
- This is done in the menu “**Input output - Configuration**”
- Like a classical assignment of an output



**Summary**

# I/O management

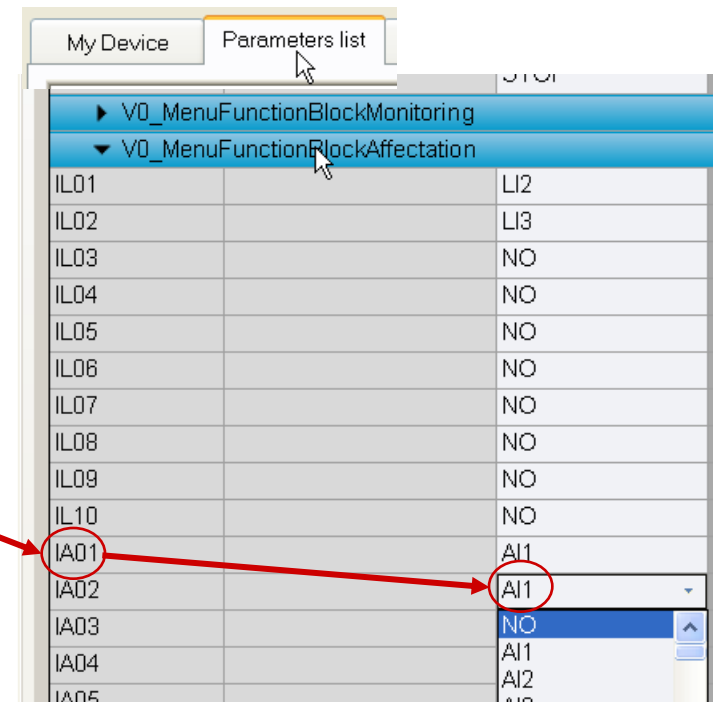
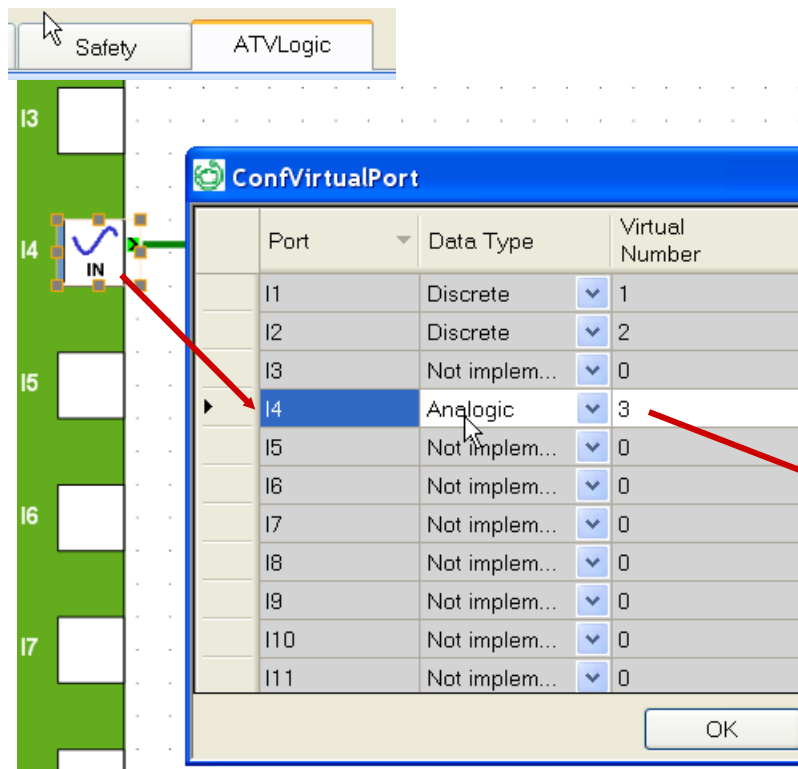




# I/O management



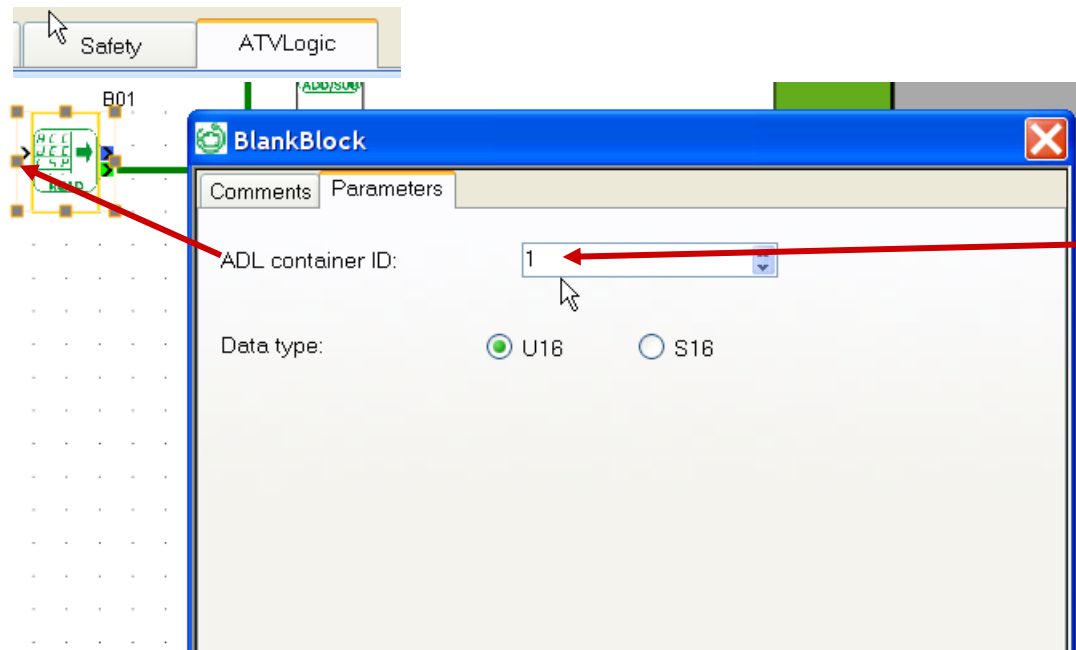
- To be used **virtual analog input** have first to be **assign to a physical Analog Input** of the drive
- This is done in the menu **“Function block - Affection”**



# I/O management



- To be used **the parameter input** has first to be **assign to a ADL container (up to 8)** of the drive
- Then the logic address of the parameter is put in the container in menu **“Function block – ADL Container”**
- Like a classical assignment of an output

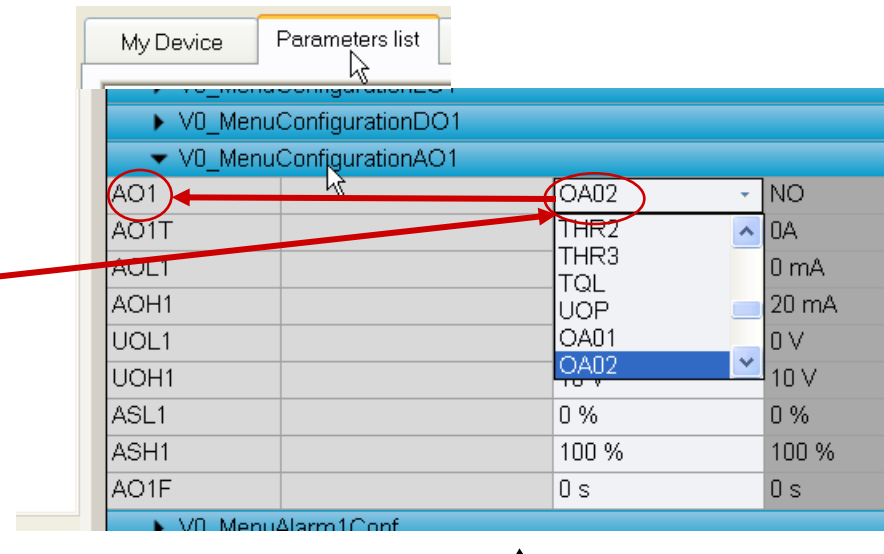
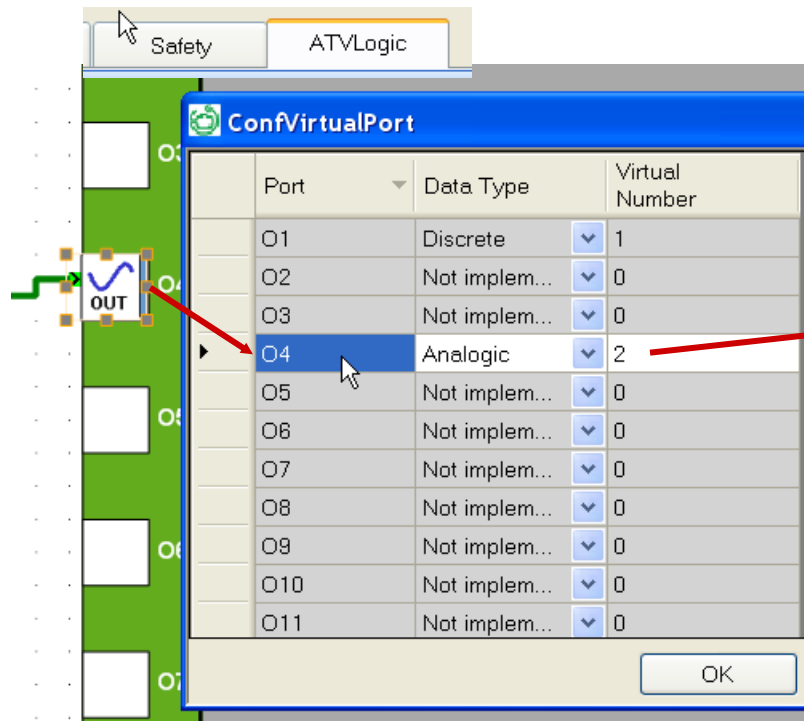


My Device Parameters list			
▼ V0_MenuFunctionBlock			
FBCD		STOP	STO
FBRM		NO	NO
FBSM		NO	NO
FBDF		STOP	STO
▶ V0_MenuFunctionBlockMonitoring			
▶ V0_MenuFunctionBlockAffection			
▼ V0_MenuFunctionBlockADLContainer			
LA01		3105	0
LA02		0	0
LA03		0	0
LA04		0	0
LA05		0	0
LA06		0	0
LA07		0	0
LA08		0	0

# I/O management



- To be used the **virtual analog output** has first to be **assign to a physical Analog Output** of the drive
- This is done in the menu “**Input output – Configuration AO1**”
- Like a classical assignment of an output



# ATV32 ATV Logic

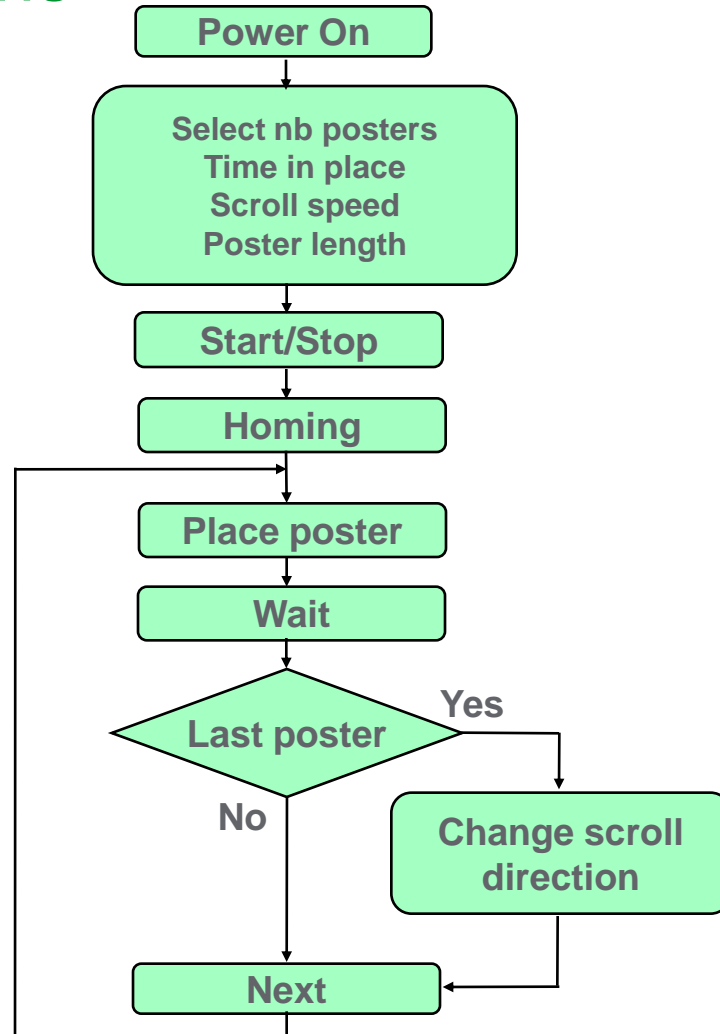
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# ATV Logic

## Stand alone applications

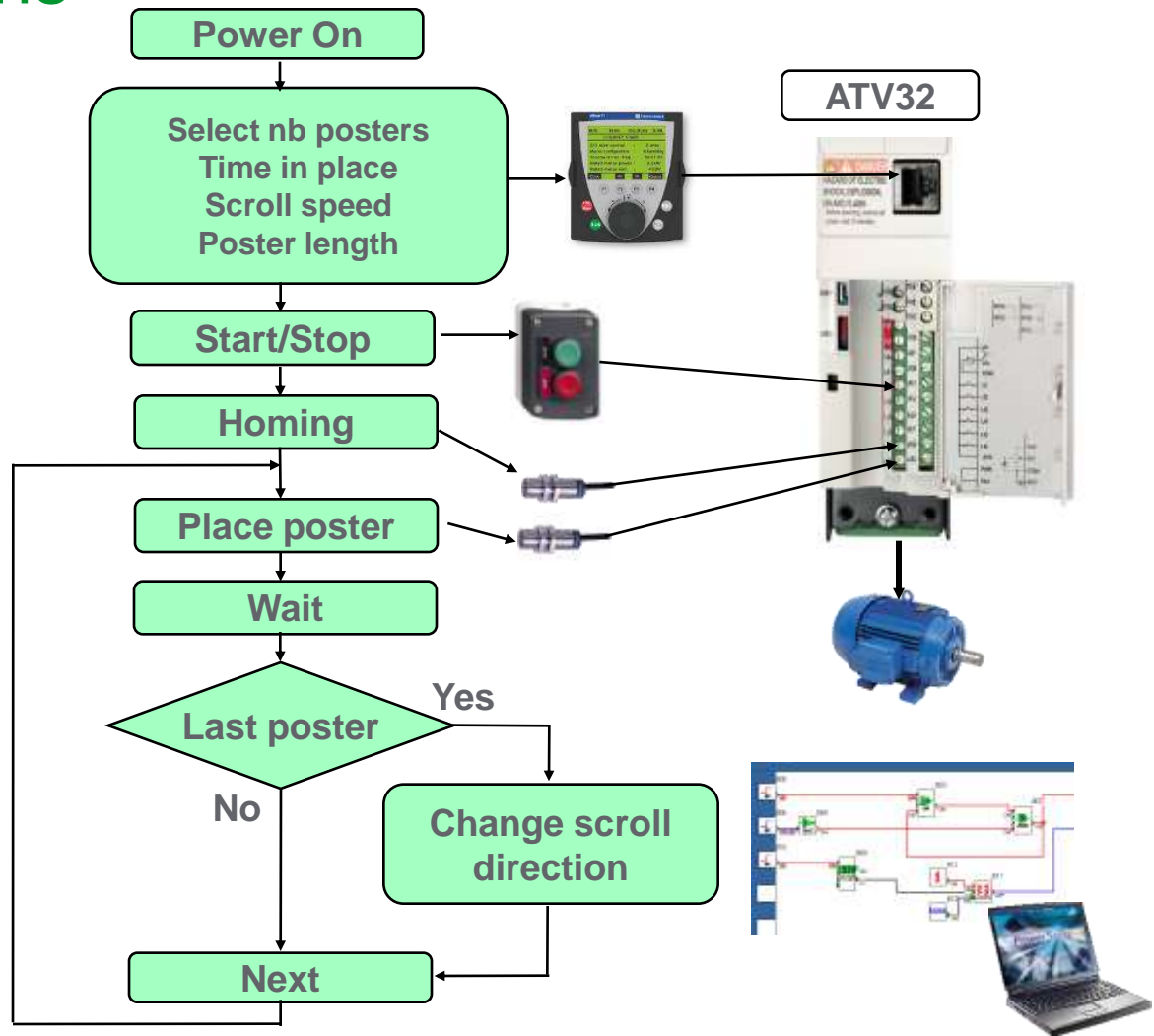


# ATV Logic

## Stand alone applications



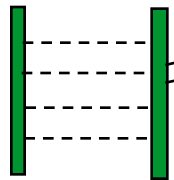
Normal sequence



Safety functions

ATV32

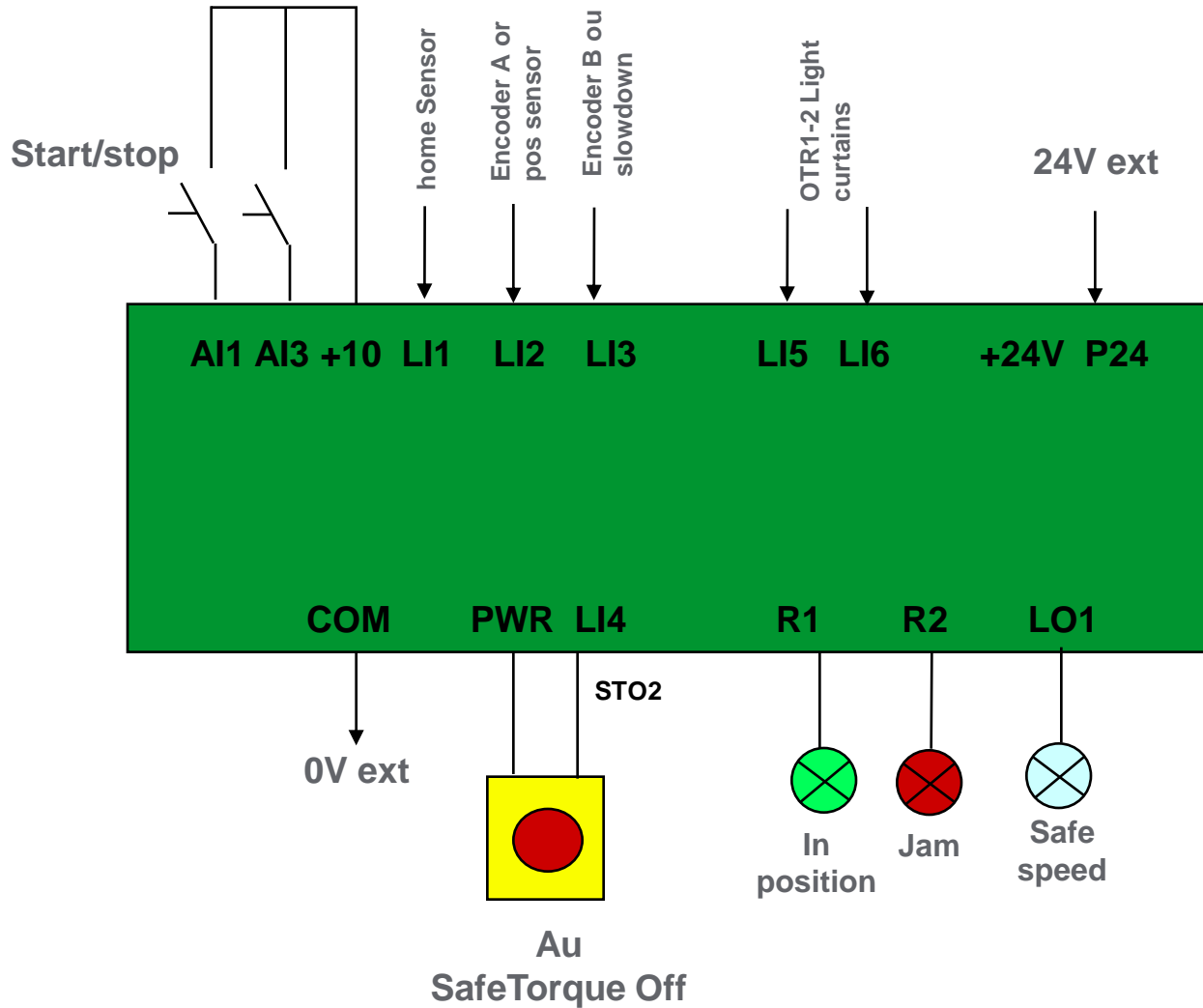
STO



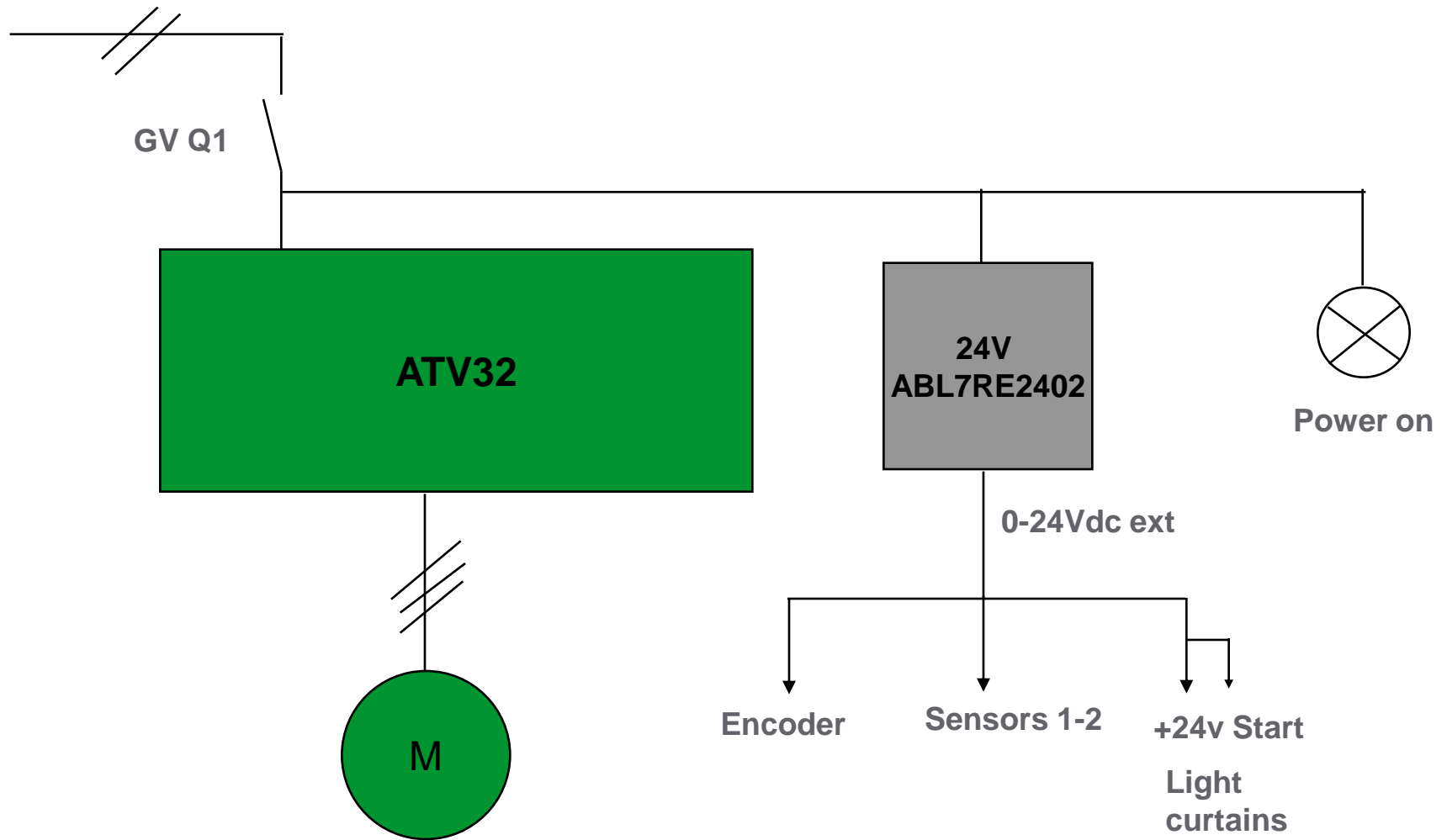
Safe speed

Jam detection  
Torque limitation + delay  
+ Auto-Manu

# Control diagram



# Power diagram





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# Quiz



- Why ATV logic ?
  - It is made to adapt or enhance ATV32 embedded functions
- What is ATV logic ?
  - It's a programming tool which allows to make little automation sequence in ATV32
- What are the programming software and language ?
  - Function block (FBD)
  - SoMove
- What is the minimum cycle time
  - 2mS in POST an PRE synchronised task
- How many blocks can I put in a synchronised task ?
  - 10 max to ensure 2mS cycle time
- ATV logic is a competitor for other =S= PLC
  - No it is not designed for that it is less performing than a Zelio

Title of the training module

# Q *uestions and Answers*

Motion & Drives *training*



*Thanks!*

*Make the most of your energy*